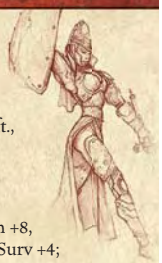
ALUSAIR OBARSKYR: NG M Humanoid (Human) Ftr7/Rgr1/Prp2*



HD: 10 (87 hp) **INIT:** +3
AC: 30 (T 16, FF 27) **SPD:** 20 ft.
ATK: Sword +17/+12 (1d8+8/17–20, magic plus crit decapitate)
SA/SQ: Fav enemy (orcs +2), heroic shield (aid another, +4 AC), inspire courage 1/day, rallying cry 3/day (free, allies within 60 ft., +1 attack, +5 ft. speed, 1 rd), wild emp +3
SV: Fort +13, Ref +7, Will +5
AB: S 16, D 16, Cn 16, I 14, W 13, Ch 14
SK/F: Climb +4, Dipl +10, H Animal +7, Heal +5, Hide +3, Intim +8, Jump +3, Lis +7, M Sil +3, Ride +10, Srch +5, S Mot +4, Spot +7, Surv +4; Leadership 12, Mount Cbt, Ride-By Atk, Sp Charge, Track
POSS: +2 *mithral full plate*, +2 *hvy steel shield*, *ring prot +3*, +3 *vorpal longsword*, royal Cormyrian signet ring, *ring proof/det and loc*, *ring free move*
CR: 10

**Complete Warrior*: Prp = purple dragon knight class

D&D ROLEPLAYING STATS Illus. Arnie Swekel

ANVIL OF THUNDER: LG M Humanoid (Dwarf) Ftr6

HD: 6 (58 hp) **INIT:** +2
AC: 18 (T 10, FF 18) **SPD:** 20 ft.
ATK: Axe +8/+3 (1d10+3/×3, magic) *and* hammer +8 (1d4+2, magic); **or** axe +10 (1d10+3/×3, magic)
SA/SQ: Darkvision 60 ft., dwarf traits, racial foes (+2 dmg to giants, goblinoids, and orcs), racial sub levels (fighter 1, 2)*
SV: Fort +8, Ref +4, Will +3
AB: S 14, D 15, Cn 16, I 8, W 12, Ch 8
SK/F: Jump –5, Lis +1, Spot +1, Tmbl –1; Anvil of Thunder Style** (daze foe hit by axe and hammer, 1 rd, DC 15), Imp Sunder, Pow Atk
POSS: +1 *half-plate*, +1 *dwarven waraxe*, +1 *lt hammer*
CR: 6

**Races of Stone*; ***Complete Warrior*

D&D ROLEPLAYING STATS Illus. Daren Bader

CELESTIAL BLACK BEAR: LG M Magical Beast (Aug Animal, Extraplanar)

HD: 3 (19 hp) **INIT:** +1
AC: 13 (T 11, FF 12) **SPD:** 40 ft.
ATK: 2 claws +6 (1d4+4) *and* bite +1 (1d6+2)
SA/SQ: Darkvision 60 ft., low-light, resist acid 5, cold 5, and electricity 5, scent, smite evil 1/day (+3 dmg), SR 8
SV: Fort +5, Ref +4, Will +2
AB: S 19, D 13, Cn 15, I 3, W 12, Ch 6
SK/F: Climb +4, Lis +4, Spot +4, Swim +8; Endur, Run
CR: 2

D&D ROLEPLAYING STATS Illus. Hugh Jamieson

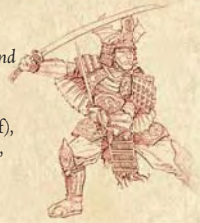
CLERIC OF ST. CUTHBERT: LG M Humanoid (Human) Clr3

HD: 3 (23 hp) **INIT:** +0
AC: 20 (T 10, FF 20) **SPD:** 20 ft.
ATK: Mace +5 (1d8+2, magic)
SA/SQ: Smite 1/day (+4 atk, +3 dmg), turn undead 4/day (+4, as Clr4)
SV: Fort +5, Ref +1, Will +5
AB: S 12, D 10, Cn 14, I 8, W 15, Ch 13
SK/F: Conc +8, Heal +3; Battlefield Inspiration** (free, other allies within 30 ft., +2 saves against fear)
SPELLS: 0—*det mag* (2), *guid*, *resist*; 1st—*bless*, *cause fear* (2; DC 13), *sanct*; 2nd—*deific vengeance** (2; 1d6 dmg, 2d6 to undead, DC 14), *shld other*. Domains: Destruction, Protection
POSS: Full plate, hvy steel shield, +1 *heavy mace*, holy symbol, cloak
CR: 3

**Complete Divine*; ***Miniatures Handbook*

D&D ROLEPLAYING STATS Illus. Daren Bader

DRAGON SAMURAI: LG M Humanoid (Human) Sam5*/Dsm4**



HD: 9 (81 hp) **INIT:** +2
AC: 23 (T 12, FF 21) **SPD:** 20 ft.
ATK: Sword +10/+5 (1d10+3/19–20, magic plus 1d6 fire) *and* sword +10 (1d6+2/19–20, magic +1d6 fire); **or** sword +12 (1d10+3/19–20, magic +1d6 fire)
SA/SQ: Breath wpn 1/day (cone, 30 ft.; 4d8 fire; Ref 16 half), gold dragon friend (+4 Cha checks), imm gold dragon fear, kiai smite 1/day (+1 atk, +1 dmg), resist fire 5
SV: Fort +10, Ref +4, Will +6
AB: S 14, D 15, Cn 14, I 12, W 12, Ch 12
SK/F: Dipl +17, Lis +1, Ride +14, S Mot +6, Spot +4; Dodge, Two-Wpn Def
POSS: +3 *great armor*†, +1 *katana*†, +1 *wakizashi*†
CR: 9

**Complete Warrior*: Sam = samurai class; ***Miniatures Handbook*: Dsm = dragon samurai class; †*Oriental Adventures*

D&D ROLEPLAYING STATS Illus. Dave Dorman

EXORCIST OF THE SILVER FLAME: LG M Humanoid (Human) Pal5/Esf1*

HD: 6 (42 hp) **INIT:** +0
AC: 19 (T 10, FF 19) **SPD:** 20 ft.
ATK: Sword +10/+5 (2d6+5/19–20, magic); **or** bow +7/+2 rg (1d8+2/×3)
SA/SQ: Aura of courage, *det evil*, flame of censure 6/day (as turn undead, stun evil outsiders 1 rd, banish if 3 HD or less), lay on hands 15, planar sub level (Pal4)**, smite evil 4/day (+3 atk, +5 plus 1d6 fire plus 1d6 good), smite evil outsider 4/day (+3 dmg, good)
SV: Fort +10, Ref +4, Will +7
AB: S 14, D 10, Cn 12, I 10, W 13, Ch 16
SK/F: Dipl +5, Heal +6, S Mot +6
SPELLS: 1st—*lionheart*† (touch, imm fear, 6 rds)
POSS: +1 *full plate*, +1 *greatsword*, mwk comp longbow (+2 Str bonus), quiver w/ 20 arrows **CR:** 6

**EBERRON™ Campaign Setting*: Esf = exorcist of the Silver Flame class; ***Planar Handbook*; †*Miniatures Handbook*

D&D ROLEPLAYING STATS Illus. Steve Prescott

HILL DWARF WARRIOR: LG M Humanoid (Dwarf) War2

HD: 2 (13 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 20 ft.
ATK: Axe +4 (1d10+1/×3)
SA/SQ: Darkvision 60 ft., dwarf traits
SV: Fort +5, Ref +0, Will –1
AB: S 13, D 11, Cn 14, I 10, W 9, Ch 6
SK/F: Lis +1, Spot +1
POSS: Scale mail, +1 *hvy steel shield*, dwarven waraxe
CR: 1

D&D ROLEPLAYING STATS Illus. Daren Bader

MAN-AT-ARMS: LG M Humanoid (Human) War1

HD: 1 (5 hp) **INIT:** +4
AC: 19 (T 10, FF 19) **SPD:** 20 ft.
ATK: Sword +3 (1d8+1/19–20)
SV: Fort +3, Ref +0, Will +0
AB: S 13, D 11, Cn 12, I 9, W 10, Ch 8
SK/F: Intim +3
POSS: Half-plate, hvy wooden shield, longsword
CR: 1/2

D&D ROLEPLAYING STATS Illus. Dave Dorman

Khek: LG M Monstrous Humanoid (Extraplanar)

HD: 5 (42 hp) **INIT:** +0
AC: 23 (T 10, FF 23) **SPD:** 20 ft.
ATK: Halberd +10 (1d10+6/×3) *and* gore +4 (1d8+2)
SA/SQ: *Det chaos* 3/day, darkvision 60 ft., instant stability (auto stabilize at neg hp), pow charge 2d8+8, smite chaos 3/day (+5 dmg)
SV: Fort +8, Ref +4, Will +3
AB: S 19, D 10, Cn 19, I 10, W 15, Ch 15
SK/F: Intim +9, Lis +5, Srch +3, Spot +5; Pow Atk, Resounding Blow* (cower on crit, DC 14)
POSS: Mwk banded mail, mwk halberd
CR: 4

**Book of Exalted Deeds*

D&D ROLEPLAYING STATS — Illus. Daren Bader

Warforged* Hero: LG M Construct (Living Construct) Ftr8

HD: 8 (79 hp) **INIT:** +1
AC: 22 (T 11, FF 21) **SPD:** 20 ft.
ATK: Sword +14/+9 (1d10+6/19–20, magic)
SA/SQ: Cannot heal, darkvision 60 ft., DR 3/adamantine, imm disease, energy drain, exhaustion, fatigue, nausea, paralysis, poison, and *sleep*, lt fortification, warforged traits
SV: Fort +10, Ref +3, Will +2
AB: S 17, D 13, Cn 18, I 10, W 10, Ch 6
SK/F: Jump +1, Lis +0, Spot +1, Swim +1, Tmbl +3; Powerful Charge** (+1d8), Stable Footing† (+4 against bull rush, trip; ignore diff terrain)
POSS: *+1 hvy steel shield, +1 bastard sword, amulet health +2, salve slipperiness*
CR: 8

**Eberron™ Campaign Setting*; ***Miniatures Handbook*; †*Races of Eberron*

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Aasimar Favored Soul: NG M Outsider (Native) Fav5*

HD: 5 (41 hp) **INIT:** –1
AC: 16 (T 9, FF 16) **SPD:** 20 ft.
ATK: Mace +8 (1d8+1)
SA/SQ: Darkvision 60 ft., *daylight* 1/day, resist acid 5, cold 5, electricity 5, and fire 10
SV: Fort +6, Ref +3, Will +7
AB: S 13, D 8, Cn 14, I 10, W 16, Ch 18
SK/F: Conc +10, Heal +11, Lis +5, Spot +5
SPELLS: Known (6/7/5): 0—*cr water, cure min* (DC 13), *det mag, det poison, light, pur food/drink;* 1st—*bless, cure lt* (DC 14), *div favor, lantern light*** (30 ft., +2 rg touch, 1d6; conc for 2nd ray within 5 rds), *mag wpn;* 2nd—*elation*** (allies within 80 ft., +2 Str, +2 Dex, +5 ft.), *l restor, sound bst* (DC 14)
POSS: Mwk breastplate, mwk hvy steel shield, mwk hvy mace, *amulet health +2, pot haste,* scroll *mending* **CR:** 6

**Miniatures Handbook:* Fav = favored soul class; ***Book of Exalted Deeds*

D&D ROLEPLAYING STATS — Illus. Dave Dorman

Adventuring Wizard: CG M Humanoid (Human) Wiz7

HD: 7 (26 hp) **INIT:** +1
AC: 13 (T 12, FF 12) **SPD:** 30 ft.
ATK: Staff +2 (1d6–1)
SV: Fort +6, Ref +4, Will +8
AB: S 8, D 13, Cn 12, I 16, W 14, Ch 10
SK/F: Conc +11 (+15 cast def), Lis +7, Spell +17, Spot +7, Use Mag Dev +7; Spell Pen
SPELLS: 0—*acid spl* (4); 1st—*mag armor, mag missile* (2), *sleep* (2; DC 14); 2nd—*Bigby's slapping hand** (2; target provokes immediate AoO; Conc DC 20 neg), *M's acid arrow,* (+4 rg touch), *web;* 3rd—*emp magic missile* (2), *haste;* 4th—*blast of flame** (cone; 7d6 fire; DC 17)
POSS: *Amulet nat armor +1, ring prot +1,* quarterstaff, *cloak resist +1, dust of illusion, pearl of power* (1st)
CR: 7

***Miniatures Handbook*

D&D ROLEPLAYING STATS — Illus. Daren Bader

Bariaur* Ranger: CG M Outsider (Extraplanar) Rgr5

HD: 5 (31 hp) **INIT:** +3
AC: 17 (T 13, FF 14) **SPD:** 40 ft.
ATK: Sword +8 (1d8+4 magic/19–20) *and* sword +8 (1d6+2 magic/19–20); **or** sword +10 (1d8+4 magic/19–20); **or** bow +8 ranged (1d8/×3)
SA/SQ: Animal comp (hawk), darkvision 60 ft., fav enemy (aberrations +4, evil outsiders +2), pow charge 2d6+3, SR 16, wild emp +3, +2 Will against spells
SV: Fort +5, Ref +5, Will +2
AB: S 16, D 16, Cn 13, I 10, W 12, Ch 6
SK/F: Lis +11, Srch +8, Spot +11, Surv +9; Endur, Track
SPELLS: 1st—*entang* (DC 12)
POSS: Studded leather, *amulet nat armor +1, +1 longsword, +1 short sword,* longbow, quiver w/ 20 arrows **CR:** 6

**Planar Handbook*

D&D ROLEPLAYING STATS — Illus. Dave Dorman

Cleric of Garl Glittergold: CG S Humanoid (Gnome) Clr5

HD: 5 (36 hp) **INIT:** +1
AC: 18 (T 12, FF 17) **SPD:** 25 ft.
ATK: Axe +5 (1d6+1/×3, magic)
SA/SQ: Gnome traits, low-light, turn undead 5/day (+4)
SV: Fort +5, Ref +2, Will +7
AB: S 10, D 13, Cn 12, I 10, W 16, Ch 14
SK/F: Conc +9, Heal +6, Jump +2, Lis +5, Spot +3
SPELLS: 0—*cr wtr, det mag* (3), *det poison;* 1st—*bless, nimbus of light** (2; 1d8+1/rd), *l vigor** (fast healing 1, 15 rds); *sanctuary;* 2nd—*invis, l restor* (2), *silence;* 3rd—*prot energy, ring of blades*** (2; 1d6+5 [silver]/rd to adjacent creatures, 5 min., no SR).
Domains: Protection, Trickery
POSS: *+1 breastplate, +1 battleaxe, boots striding/springing*
CR: 5

**Complete Divine*; ***Miniatures Handbook*

D&D ROLEPLAYING STATS — Illus. Daren Bader

Crow Shaman: CG M Humanoid (Human) Spr5*

HD: 5 (41 hp) **INIT:** +1
AC: 13 (T 11, FF 12) **SPD:** 40 ft.
ATK: Axe +2 (1d6–1/×3); **or** axe +4 rg (1d6–1)
SA/SQ: *Blessing of the spirits* (as *prot evil* against spirits), chastise spirits 5/day (5d6, 30 ft.), *det spirits**, follow the guide (reroll save against ench), wild emp +7
SV: Fort +6, Ref +2, Will +6
AB: S 8, D 13, Cn 14, I 13, W 15, Ch 14
SK/F: Conc +10, Heal +10, Jump +8, Lis +12, Spot +12, Surv +10, Swim +7; Dodge, Mobil
SPELLS: Retrieved (6/7/5/2): 0—*cure min* (DC 12), *det mag, light;* 1st—*cure lt* (DC 13), *snake's swiftness*** (35 ft., immediate extra attack), *summ n's ally I;* 2nd—*c's grace;* 3rd—*swift fly*** (as *fly*, 1 rd, personal)
POSS: Leather, handaxe, 4 throwing axes, *boots striding/springing*
CR: 5

**Complete Divine:* Spr = spirit shaman class; ***Miniatures Handbook*

D&D ROLEPLAYING STATS — Illus. Des Hanley

Elf Warrior: CG M Humanoid (Elf) War1

HD: 1 (4 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 30 ft.
ATK: Sword +2 (1d8+1/19–20); **or** bow +3 rg (1d8/×3)
SA/SQ: Elf traits, low-light
SV: Fort +2, Ref +1, Will –1
AB: S 13, D 13, Cn 10, I 10, W 9, Ch 8
SK/F: Hide +1, Lis +2, Srch +3, Spot +2
POSS: Studded leather, lt wooden shield, longbow, quiver w/ 20 arrows, longsword
CR: 1/2

D&D ROLEPLAYING STATS — Illus. Hugh Jamieson

Frenzied Berserker: CG M Humanoid (Human) Bbn6/Frb2*

HD: 8 (73 hp) **INIT:** +2
AC: 16 (T 12, FF 16) **SPD:** 40 ft.
ATK: Sword +13/+8 (2d6+6/19–20)
SA/SQ: Frenzy 1/day (7 rds, +6 Str, –4 AC, extra atk, take 2 nonlethal/rd, stacks w/ rage), imp uncanny dodge, rage 2/day (7 rds, +4 Str, +4 Con, –2 AC, +2 Will), supreme cleave (move 5 ft. between cleaves), trap sense +2
SV: Fort +10, Ref +4, Will +3
AB: S 16, D 14, Cn 14, I 8, W 12, Ch 10
SK/F: Climb +12, Intim +11, Jump +18, Lis +10, Spot +1; Cleave, Destructive Rage* (+8 to break objects), Diehard, Intimidating Rage* (free, try to demoralize 1 foe per encounter, 30 ft.), Pow Atk
POSS: *+1 studded leather, +2 greatsword*
CR: 8

**Complete Warrior*: Frb = frenzied berserker class

D&D ROLEPLAYING STATS Illus. Arnie Swekel

Half-Elf Bow Initiate: CG M Humanoid (Elf) Ftr5/Obw3*

HD: 8 (69 hp) **INIT:** +4
AC: 19 (T 15, FF 15) **SPD:** 30 ft.
ATK: Bow +14/+9 rg (1d8+4/×3, magic); **or** bow +12/+12/+7 rg (1d8+4/×3, magic); **or** dagger +9/+4 (1d6+1/19–20)
SA/SQ: Close cbt shot (no AoO), elf traits, low-light, ranged precision (standard, 1 rg atk, +2d8 dmg, 30 ft. max)
SV: Fort +7, Ref +8, Will +4
AB: S 13, D 19, Cn 14, I 12, W 10, Ch 8
SK/F: Jump +8, Lis +1, Srch +2, Spot +7, Tmbl +10; Pt Blk Shot, Prec Shot, Rap Shot
POSS: Mithral shirt, *ring prot +1, +1 comp longbow (+1 Str bonus)*, dagger, quiver w/ 20 arrows, *gloves Dex +2*
CR: 8

**Complete Warrior*: Obw = Order of the Bow initiate

D&D ROLEPLAYING STATS Illus. Dave Dorman

Longtooth Barbarian (Shifter*): CG M Humanoid (Shapechanger) Bbn5

HD: 5 (53 hp) **INIT:** +2
AC: 16 (T 12, FF 16) **SPD:** 45 ft.
ATK: Sword +8 (2d6+4/19–20, magic); **or** sword +9 (2d6+5/19–20, magic) *and* bite +4 (1d6+2); **or** bite +8 (1d6+4)
SA/SQ: Imp uncanny dodge, low-light, rage 2/day (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), shifting 1/day (longtooth: 6 rds, +2 Str, bite), trap sense +1
SV: Fort +7, Ref +3, Will +2
AB: S 14, D 15, Cn 16, I 6, W 12, Ch 8
SK/F: Bal +4, Climb +11, Jump +15; Pow Atk
POSS: Studded leather, *amulet nat armor +1, +1 greatsword*
CR: 5

**Eberron™ Campaign Setting*

D&D ROLEPLAYING STATS Illus. Steve Prescott

Sharn Cutthroat (Changeling*): CG M Humanoid (Shapechanger) Rog4

HD: 4 (20 hp) **INIT:** +4
AC: 16 (T 14, FF 16) **SPD:** 30 ft.
ATK: Rapier +8 (1d6+1/18–20); **or** dagger +8 rg (1d4+1/19–20)
SA/SQ: Evasion, minor change shape (+10 Disg), sneak atk +2d6, trapfinding, trap sense +1, uncanny dodge, +2 saves against *sleep* and *charm*
SV: Fort +2, Ref +8, Will +0
AB: S 12, D 18, Cn 13, I 10, W 8, Ch 14
SK/F: Bal +6, Bluff +9, Dipl +6, Disg +7, Hide +11, Intim +11, Jump +3, Lis +6, M Sil +11, Srch +1, S Mot +6, Spot +6, Tmbl +11
POSS: Mwk leather, mwk rapier, 5 daggers, *gloves Dex +2*
CR: 4

**Eberron™ Campaign Setting*

D&D ROLEPLAYING STATS Illus. Steve Prescott

Valenar Commander: CG M Humanoid (Elf) Ftr6

HD: 6 (43 hp) **INIT:** +2
AC: 17 (T 12, FF 15) **SPD:** 30 ft.
ATK: Scimitar +9/+4 (1d6+6/18–20, magic) *and* scimitar +9 (1d6+4/18–20, magic); **or** scimitar +11 (1d6+7/18–20, magic)
SA/SQ: Elf traits, low-light
SV: Fort +6, Ref +4, Will +2
AB: S 16, D 15, Cn 12, I 10, W 10, Ch 12
SK/F: H Animal +6, Lis +2, Ride +13, Srch +2, Spot +4; Dodge, Leadership 7, Mount Cbt
POSS: Elven chain, *+1/+1 Valenar double scimitar**
CR: 6

**Eberron™ Campaign Setting*

D&D ROLEPLAYING STATS Illus. Steve Prescott

Formian Warrior: LN M Outsider

HD: 4 (26 hp) **INIT:** +3
AC: 18 (T 13, FF 15) **SPD:** 40 ft.
ATK: Sting +7 (2d4+3 plus poison) *and* 2 claws +5 (1d6+1) *and* bite +5 (1d4+1)
SA/SQ: Darkvision 60 ft., hive mind (not flanked or flat-footed unless all are), imm poison, petrif, and cold, poison (Fort 14, 1d6 Str/1d6 Str), resist electricity 10, fire 10, and sonic 10, SR 18
SV: Fort +6, Ref +7, Will +5
AB: S 17, D 16, Cn 14, I 10, W 12, Ch 11
SK/F: Climb +10, Hide +10, Jump +14, Lis +8, M Sil +10, Srch +7, Spot +8, Tmbl +12; Dodge
CR: 3

D&D ROLEPLAYING STATS Illus. Arnie Swekel

Ethereal Filcher: N M Aberration

HD: 5 (22 hp) **INIT:** +8
AC: 17 (T 14, FF 13) **SPD:** 40 ft.
ATK: Bite +3 (1d4)
SA/SQ: Darkvision 60 ft., det magic, ether jaunt
SV: Fort +1, Ref +5, Will +5
AB: S 10, D 18, Cn 11, I 7, W 12, Ch 10
SK/F: Listen +9, Slgt Hand +12, Spot +9; Dodge
CR: 3

D&D ROLEPLAYING STATS Illus. Daren Bader

Ryld Argith (Drow): CN M Humanoid (Elf) Rog2/Ftr15

HD: 17 (174 hp) **INIT:** +8
AC: 28 (T 14, FF 24) **SPD:** 30 ft.
ATK: Sword +31/+26/+21/+16 (2d6+19/17–20, magic); **or** sword +27/+22/+17/+12 (1d6+11/19–20, magic); **or** crossbow +23 rg (1d8+3/19–20, magic)
SA/SQ: Area *disp mag* 1/rd, darkvision 120 ft., drow traits, evasion, sneak atk +1d6, SR 28, trapfinding
SV: Fort +18, Ref +16, Will +11
AB: S 26, D 18, Cn 21, I 16, W 11, Ch 12
SK/F: Bal +9, Climb +18, H Animal +5, Heal +4, Hide +19, Jump +23, Lis +9, M Sil +14, Ride +14, Srch +10, Spot +17, Swim +14; B-Fight, Cleave, Cbt Expert, Cbt Reflex, Dodge, Mobil, Pow Atk, Spring Atk, Whirl Atk
POSS: *+5 mithral breastplate of lgt resist/sil moves, Splitter (+5 keen superior dispelling* greatsword), +3 ghost touch short sword, +2 lt crossbow, 50 +3 bolts, piwafwi resist +4*, master's ring*, belt giant Str +6, gloves Dex +4, boots spd, drow house insignia, portable hole*
CR: 18 **Dragon #312, pp. 86–87*

D&D ROLEPLAYING STATS Illus. Steve Prescott

Wyvern: N L Dragon

HD: 7 (59 hp) **INIT:** +1
AC: 18 (T 10, FF 17) **SPD:** 20 ft., F 60 ft. (Pr)
ATK: Sting +10 (1d6+4 plus poison) *and*
bite +8 (2d8+4) *and*
2 wings +8 (1d8+2) *and*
2 talons +8 (2d6+4)
SA/SQ: Darkvision 60 ft., imm *sleep* and paralysis, imp grab (grp +15, sting), low-light, poison (Fort 17; 2d6 Con/2d6 Con), scent
SV: Fort +7, Ref +6, Will +6
AB: S 19, D 12, Cn 15, I 6, W 12, Ch 9
SK/F: Hide +7, Lis +13, M Sil +11, Spot +16; Flyby Atk
CR: 6

Achaierai: LE L Outsider (Evil, Extraplanar, Lawful)

HD: 6 (39 hp) **INIT:** +1
AC: 20 (T 10, FF 19) **SPD:** 50 ft.
ATK: 2 claws +9 (2d6+4, evil, lawful) *and*
bite +4 (4d6+2, evil, lawful)
SA/SQ: Black cloud 3/day (10 ft.; 2d6 dmg, *insanity* 3 hrs; Fort 15 neg *insanity*), darkvision 60 ft., reach 10 ft., SR 19
SV: Fort +7, Ref +6, Will +7
AB: S 19, D 13, Cn 14, I 11, W 14, Ch 16
SK/F: Bal +10, Climb +13, Dipl +5, Hide +6, Jump +21, Lis +11, M Sil +10, S Mot +11, Spot +11; Dodge, Mobil, Spring Atk
CR: 5

Bladebearer Hobgoblin: LE M Humanoid (Goblinoid) Ftr4

HD: 4 (39 hp) **INIT:** +3
AC: 17 (T 13, FF 14) **SPD:** 30 ft.
ATK: Sword +7 (1d6+6/19–20, magic) *and*
sword +7 (1d6+4/19–20, magic); **or**
sword +9 (1d6+6/19–20, magic)
SA/SQ: Darkvision 60 ft.
SV: Fort +6, Ref +4, Will +2
AB: S 16, D 16, Cn 15, I 10, W 12, Ch 8
SK/F: Climb +10, Jump +8, Lis +1, M Sil +7, Spot +1, Tmbl +6; Two-Wpn Def
POSS: Mwk studded leather, 2 *+1 short swords*
CR: 4

Dekanter Goblin*: LE M Monstrous Humanoid (Goblinoid)

HD: 2 (13 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 20 ft.
ATK: Gore +5 (1d6+3/×3) *and*
2 claws +0 (1d4+1)
SA/SQ: Darkvision 60 ft., fast healing 3, resist cold 5
SV: Fort +2, Ref +4, Will +4
AB: S 17, D 12, Cn 14, I 12, W 13, Ch 9
SK/F: Intim +2, Jump +2, Lis +6, Spot +3; Imp Bull Rush, Pow Atk
CR: 1

**Monsters of Faerûn*

Destrachan: NE L Aberration

HD: 8 (60 hp) **INIT:** +5
AC: 18 (T 10, FF 17) **SPD:** 30 ft.
ATK: 2 claws +9 (1d6+4)
SA/SQ: Blindsight 100 ft., destructive harmonics (cone, 80 ft.; 4d6 sonic or 6d6 nonlethal or shatter; Ref 15 half, Fort 15 neg shatter), imm gaze atk, visual effects, and illusions, +4 saves against sonics
SV: Fort +5, Ref +5, Will +10
AB: S 18, D 12, Cn 16, I 12, W 18, Ch 12
SK/F: Hide +8, Lis +25, M Sil +7, Surv +9; Dodge
CR: 8

Emerald Claw Soldier*: LE M Humanoid (Human) War2

HD: 2 (14 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 20 ft.
ATK: Flail +3 (1d8+1); **or**
crossbow +2 rg (1d8, 19–20)
SV: Fort +4, Ref +0, Will +0
AB: S 13, D 11, Cn 12, I 9, W 10, Ch 8
SK/F: Intim +3, Ride +4; Pow Atk
POSS: Chainmail, hvy wooden shield, flail, lt crossbow, case w/ 20 bolts, dagger
CR: 1

**Shadows of the Last War*

Fiendish Dire Weasel: LE M Magical Beast (Aug Animal, Extraplanar)

HD: 3 (13 hp) **INIT:** +4
AC: 16 (T 14, FF 12) **SPD:** 40 ft.
ATK: Bite +6 (1d6+3)
SA/SQ: Attach (bite, AC 12, blood drain), blood drain (1d4 Con/rd), darkvision 60 ft., low-light, resist cold 5 and fire 5, scent, smite good 1/day (+3 dmg), SR 8
SV: Fort +3, Ref +7, Will +4
AB: S 14, D 19, Cn 10, I 3, W 12, Ch 11
SK/F: Hide +8, Lis +3, M Sil +8, Spot +5
CR: 2

Green Dragon (Very Young): LE M Dragon (Air)

HD: 8 (68 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 40 ft., F 150 ft. (Pr), S 40 ft.
ATK: Bite +10 (1d8+2) *and*
2 claws +8 (1d6+1) *and*
2 wings +8 (1d4+1)
SA/SQ: Blindsense 60 ft., breath wpn 1/1d4 rds (cone, 30 ft.; 4d6 acid; Ref 16 half), darkvision 120 ft., imm acid, *sleep*, and paralysis, low-light, wtr breath
SV: Fort +8, Ref +6, Will +6
AB: S 15, D 10, Cn 15, I 10, W 11, Ch 10
SK/F: Bluff +5, Dipl +14, Intim +9, Lis +8, Srch +8, S Mot +8, Spot +9, Swim +15; Flyby Atk, Wingover
CR: 4

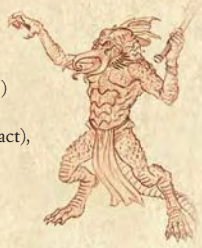
Half-Elf Hexblade: LE M Humanoid (Elf) Hxb7*

HD: 7 (46 hp) **INIT:** +2
AC: 16 (T 12, FF 14) **SPD:** 30 ft.
ATK: Scimitar +12/+7 (1d6+5/18–20, magic)
SA/SQ: Arcane resistance* (+2 saves against spells), elf traits, gr hexblade's curse 2/day (free, 60 ft., –4 atk, dmg, saves, checks; DC 17), low-light, mettle* (save, no dmg from effects), toad familiar
SV: Fort +2, Ref +4, Will +4
AB: S 15, D 14, Cn 10, I 12, W 8, Ch 14
SK/F: Bluff +7, Conc +5, Dipl +11, Intim +9, Lis +2, Srch +2, Spell +8, Spot +2; Dodge, Spell Pen
SPELLS: Known (2): 1st—*exp retreat, mount, phantom threat** (30 ft., target is considered flanked; DC 13)
POSS: *+1 studded leather, +2 scimitar, pot e's splendor* (2), *pot good hope*
CR: 7

**Complete Warrior*: Hxb = hexblade class

D&D ROLEPLAYING STATS Illus. Dave Dorman

Half-Illithid* Lizardfolk: NE M Aberration (Reptilian) Ftr1



HD: 3 (23 hp) **INIT:** +2
AC: 18 (T 12, FF 16) **SPD:** 30 ft.
ATK: Scimitar +6 (1d6+4/18–20); **or**
4 tentacles +5 (1d4+3); **or**
scimitar +6 (1d6+3/18–20) *and* 4 tentacles +1 (1d4+1)
SA/SQ: Darkvision 60 ft., *det thoughts* 3/day (DC 15), extract (all tentacles, kill), imp grab (grp +5, up to M, extract), *mind blast* (cone, 40 ft.; stun 1d4 rds; Will 15 neg), SR 12, telepathy 100 ft.
SV: Fort +6, Ref +5, Will +2
AB: S 17, D 14, Cn 15, I 14, W 14, Ch 12
SK/F: Bal +12, Intim +5, Jump +13, Swim +13
CR: 5

**Fiend Folio*

D&D ROLEPLAYING STATS Illus. Des Hanley

Hook Horror*: N L Aberration

HD: 10 (65 hp) **INIT:** +3
AC: 22 (T 12, FF 19) **SPD:** 20 ft., C 20 ft.
ATK: 2 claws +13 (1d6+7) *and*
bite +8 (2d6+3)
SA/SQ: Blindsense 60 ft., imp grab (grp +18, rending bite), light sensitivity, pwr sunder (no AoO, double dmg), reach 10 ft., rending bite 3d6+10
SV: Fort +5, Ref +6, Will +8
AB: S 24, D 17, Cn 14, I 7, W 12, Ch 9
SK/F: Climb +15, Hide +3 (+11 underground), Jump +8, Lis +8; Cleave, Imp Trip, Pow Atk
CR: 6

**Monster Manual II*

D&D ROLEPLAYING STATS Illus. Des Hanley

Iron Cobra*: N M Construct

HD: 2 (31 hp) **INIT:** +3
AC: 17 (T 13, FF 14) **SPD:** 30 ft.
ATK: Bite +2 (1d6+1 plus poison)
SA/SQ: Construct traits, darkvision 60 ft., DR 5/adamantine, low-light, poison (Fort 14; 1d4 Str/1d4 Str), stalk victim (as *loc creature*), SR 19
SV: Fort +0, Ref +3, Will +0
AB: S 12, D 17, Cn —, I —, W 11, Ch 1
SK/F: Hide +13, M Sil +13
CR: 2

**Fiend Folio*

D&D ROLEPLAYING STATS Illus. Hugh Jamieson

Kobold Champion: LE S Humanoid (Reptilian) Ftr3

HD: 3 (21 hp) **INIT:** +7
AC: 23 (T 14, FF 20) **SPD:** 20 ft.
ATK: Sword +7 (1d4/19–20)
SA/SQ: Darkvision 60 ft., light sensitivity
SV: Fort +3, Ref +4, Will +2
AB: S 10, D 17, Cn 10, I 13, W 8, Ch 10
SK/F: Lis +2, Srch +6, Spot +2; Cbt Expert
POSS: *+1 scale mail, +1 hvy steel shield*, short sword, 100 gp
CR: 3

D&D ROLEPLAYING STATS Illus. Hugh Jamieson

Kobold Sorcerer: LE S Humanoid (Reptilian) Sor5

HD: 5 (27 hp) **INIT:** +1
AC: 13 (T 12, FF 12) **SPD:** 30 ft.
ATK: Dagger +0 (1d3–3/19–20)
SA/SQ: Darkvision 60 ft., light sensitivity, toad familiar
SV: Fort +3, Ref +4, Will +5
AB: S 4, D 12, Cn 14, I 12, W 13, Ch 16
SK/F: Bluff +11, Conc +10 (+14 cast def), Dipl +5, Intim +5, Spell +9
SPELLS: Known (6/7/5): 0—*daze, det mag, ghost s, mag hand, ray frost* (+4 rg touch), *read mag*; 1st—*alarm, mag armor, mag missile, mag wpn*; 2nd—*blur, fireburst** (adjacent creatures, 5d8 fire; DC 15)
POSS: Dagger, *amulet health* +2, 200 gp
CR: 5

**Miniatures Handbook*

D&D ROLEPLAYING STATS Illus. Hugh Jamieson

Mind Flayer Telepath: LE M Aberration

HD: 8 (44 hp) **INIT:** +6
AC: 15 (T 12, FF 13) **SPD:** 30 ft.
ATK: 4 tentacles +8 (1d4+1)
SA/SQ: Darkv 60 ft., extract (all tentacles, kill), imp grab (grp +7, up to L, extract), *mind blast* (cone, 60 ft.; stun 3d4 rds; Will 17 neg), pow resist 25
SV: Fort +3, Ref +4, Will +9
AB: S 12, D 14, Cn 12, I 19, W 17, Ch 17
SK/F: Conc +11 (+15 man def), Hide +10, Lis +11, M Sil +10, Spot +11
SPELLS: Psionics* (90 pp): 1st—*def precog* (7 pp; +3 AC), *det psi* (1 pp), *mind thrust* (9 pp; 9d10; DC 19 neg), *psi charm* (7 pp; as *charm mon*; DC 18), *vigor* (9 pp; 45 hp); 2nd—*body equilib* (3 pp; move any surf), *ego whip* (7 pp; 2d4 Cha; DC 18), *id insin* (9 pp; *confus*; DC 19), *psi lev* (3 pp), *psi suggest* (9 pp; DC 16), *read thgts* (3 pp; DC 16); 3rd—*body adj* (9 pp; heal 3d12), *disp psi* (9 pp; as *disp mag*, +8), *mental barr* (9 pp; +5 AC); 4th—*int fort* (7 pp; 1/2 dmg from powers), *psi dim door* (7 pp), *psi dom* (9 pp; as *dom per*; DC 19); 5th—*mind probe* (9 pp; DC 19), *psi pl shift* (9 pp) **CR:** 8

**Expanded Psionics Handbook*

D&D ROLEPLAYING STATS Illus. Des Hanley

Mongrelfolk*: LN M Humanoid (Mongrelfolk)

HD: 1 (6 hp) **INIT:** +0
AC: 13 (T 10, FF 13) **SPD:** 20 ft.
ATK: Club +0 (1d6)
SA/SQ: Emulate race (+4 Use Mag Dev), sound imitation (mimic voice, sound; Will 16 disbelief)
SV: Fort +2, Ref +2, Will +0
AB: S 10, D 11, Cn 14, I 9, W 10, Ch 7
SK/F: Hide +7, Slgt Hand +7; Endur
POSS: Hide, club
CR: 1/3

**Fiend Folio*

D&D ROLEPLAYING STATS Illus. Jim Nelson

Myconid Guard*: LN M Plant

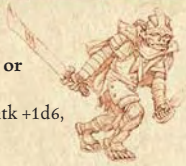
HD: 4 (26 hp) **INIT:** +1
AC: 12 (T 11, FF 11) **SPD:** 20 ft.
ATK: 2 slams +5 (1d6+2); **or** spores +5 rg touch
SA/SQ: Low-light, plant traits, spores (pacification: 40 ft., +4 rg touch; no cbt actions, 1 min.; Fort 15 neg)
SV: Fort +6, Ref +2, Will +3
AB: S 14, D 12, Cn 15, I 11, W 15, Ch 14
SK/F: Intim +5, Lis +4, S Mot +4, Spot +4, Surv +4
CR: 4

**Monster Manual II*

Sahuagin Ranger: LE M Monstrous Humanoid (Aquatic) Rgr2

HD: 4 (33 hp) **INIT:** +3
AC: 18 (T 13, FF 15) **SPD:** 30 ft., S 60 ft.
ATK: Trident +9 (1d8+7, magic); **or** +11 (1d8+9, magic plus 2d6) against elves *and* bite +6 (1d4+2)
SA/SQ: Blindsense 30 ft., blood frenzy (once hurt, +2 Str, +2 Con, –2 AC, can't end voluntarily), darkvision 60 ft., fav enemy (elves +2), freshwater sensitivity, light blindness, rake 1d4+2 (+6; 2 more rakes swimming), speak w/ sharks, water dependent (32 hrs. out of water), wild emp +1
SV: Fort +8, Ref +9, Will +7
AB: S 19, D 16, Cn 16, I 12, W 14, Ch 8
SK/F: H Animal +1 (+5 sharks), Hide +8 (+12 underwater), Lis +9 (+13 underwater), Ride +3, Spot +9 (+13 underwater), Surv +9 (+13 near home); Track
POSS: *+1 elf bane trident*
CR: 3

Silent Wolf Goblin: NE S Humanoid (Goblinoid) Rgr2/Rog1



HD: 3 (19 hp) **INIT:** +3
AC: 16 (T 14, FF 13) **SPD:** 35 ft.
ATK: Sword +2 (1d6+1/19–20) *and* sword +2 (1d4/19–20); **or** sword +4 (1d6+1/19–20)
SA/SQ: Darkvision 60 ft., fav enemy (dwarves +2), sneak atk +1d6, trapfinding, wild emp +0
SV: Fort +4, Ref +8, Will +0
AB: S 12, D 17, Cn 13, I 12, W 10, Ch 6
SK/F: Bal +5, Hide +13, Jump +3, Lis +6, M Sil +13, Ride +11, Srch +6, Spot +6, Surv +5, Tmbl +8; Dodge, Track
POSS: Mwk leather, mwk longsword, mwk short sword, *oil mag wpn* (2), *pot cure lt, pot prot arrows 15/magic, pot shld faith +2*
CR: 3

Skullsplitter: LE M Humanoid (Human) Ftr4

HD: 4 (39 hp) **INIT:** +1
AC: 16 (T 11, FF 15) **SPD:** 30 ft.
ATK: Axe +9 (1d12+6/×3)
SV: Fort +6, Ref +2, Will +2
AB: S 16, D 12, Cn 14, I 10, W 8, Ch 13
SK/F: Bluff +4, Intim +11, Jump +8, Tmbl +4; Pow Atk
POSS: *+2 studded leather*, mwk greataxe
CR: 4

Flesh Golem: N L Construct

HD: 9 (79 hp) **INIT:** –1
AC: 18 (T 8, FF 18) **SPD:** 30 ft.
ATK: 2 slams +10 (2d8+5)
SA/SQ: Berserk (1%/rd), construct traits, darkvision 60 ft., DR 5/adamantine, imm magic, low-light, reach 10 ft.
SV: Fort +3, Ref +2, Will +3
AB: S 21, D 9, Cn —, I —, W 11, Ch 1
CR: 7

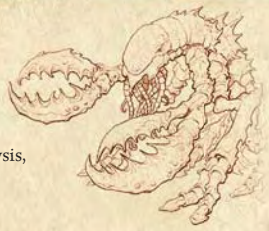
Carrion Tribe Barbarian: CE M Humanoid (Human) Bbn3

HD: 3 (37 hp) **INIT:** +0
AC: 12 (T 10, FF 12) **SPD:** 40 ft.
ATK: Club +6 (1d10+4)
SA/SQ: Rage 1/day (12 rds, +4 Str, +4 Con, +2 Will, –2 AC), trap sense +1, uncanny dodge
SV: Fort +5, Ref +1, Will +0
AB: S 16, D 10, Cn 15, I 8, W 8, Ch 8
SK/F: Climb +9, Jump +13, Lis +5, Spot –1, Surv +5
POSS: Leather, greatclub
CR: 3

Choker: CE S Aberration

HD: 3 (16 hp) **INIT:** +6
AC: 17 (T 13, FF 15) **SPD:** 20 ft., C 10 ft.
ATK: 2 tentacles +6 (1d3+3)
SA/SQ: Constrict 1d3+3, darkvision 60 ft., imp grab (grp +5, up to L, constrict), quickness (extra standard or move action/rd), reach 10 ft.
SV: Fort +2, Ref +5, Will +4
AB: S 16, D 14, Cn 13, I 4, W 13, Ch 7
SK/F: Climb +13, Hide +10, M Sil +6
CR: 2

Chuul: CE L Aberration (Aquatic)



HD: 11 (93 hp) **INIT:** +7
AC: 22 (T 12, FF 19) **SPD:** 30 ft., S 20 ft.
ATK: 2 claws +12 (2d6+5)
SA/SQ: Amphibious, constrict 3d6+5, darkvision 60 ft., imm poison, imp grab (grp +17, constrict or paralytic tentacles), paralytic tentacles (grp +17, bite 1d8+2 and paralysis, Fort 19 neg)
SV: Fort +7, Ref +6, Will +9
AB: S 20, D 16, Cn 18, I 10, W 14, Ch 5
SK/F: Hide +13, Lis +11, Spot +11, Swim +13; B-Fight, Cbt Reflex
CR: 7

Fiendish Giant Praying Mantis: NE L Magical Beast (Aug Vermin, Extraplanar)

HD: 4 (26 hp) **INIT:** –1
AC: 15 (T 8, FF 15) **SPD:** 20 ft., F 40 ft. (Pr)
ATK: Claws +6 (2d6+4, magic) *and* bite +1 (1d6+2, magic)
SA/SQ: Darkvision 60 ft., DR 5/magic, imp grab (grp +15, bite at +6), resist cold 5 and fire 5, smite good 1/day (+4 dmg), SR 9
SV: Fort +6, Ref +0, Will +3
AB: S 19, D 8, Cn 15, I 3, W 14, Ch 11
SK/F: Hide +2 (+10 in foliage), Spot +10
CR: 4

Gibbering Mouther: N M Aberration

HD: 4 (42 hp) **INIT:** +1
AC: 19 (T 11, FF 18) **SPD:** 10 ft., S 20 ft.
ATK: 6 bites +4 (1) *and* spittle +4 rg touch (1d4 acid plus blind)
SA/SQ: Amorphous (imm crit, can't be flanked), blood drain (1d4 Con/rd to swallowed foe), darkvision 60 ft., DR 5/bludg, gibber (60 ft., *confus* 1d2 rds; Will 12 neg), ground manipulation (adjacent squares diff except to mouthers), imp grab (grp +3, up to M, swallow), spittle (30 ft., blind 1d4 rds; Fort 18 neg), swallow whole (AC 14, 5 hp)
SV: Fort +7, Ref +4, Will +5
AB: S 10, D 13, Cn 22, I 4, W 13, Ch 13
SK/F: Lis +4, Spot +9, Swim +8
CR: 5

Gnoll: CE M Humanoid (Gnoll)

HD: 2 (11 hp) **INIT:** +0
AC: 15 (T 10, FF 15) **SPD:** 30 ft.
ATK: Axe +3 (1d8+2/×3)
SA/SQ: Darkvision 60 ft.
SV: Fort +4, Ref +0, Will +0
AB: S 15, D 10, Cn 13, I 8, W 11, Ch 8
SK/F: Lis +2, Spot +3; Pow Atk
POSS: Leather, hvy wooden shield, battleaxe
CR: 1

Gnoll Skeleton: NE M Undead

HD: 2 (13 hp) **INIT:** +5
AC: 17 (T 11, FF 16) **SPD:** 30 ft.
ATK: Scimitar +3 (1d6+1/18–20)
SA/SQ: Darkvision 60 ft., DR 5/bludg, imm cold, undead traits
SV: Fort +0, Ref +1, Will +3
AB: S 15, D 12, Cn —, I —, W 10, Ch 1
POSS: Leather, hvy wooden shield, scimitar
CR: 1

Ice Troll*: CE L Giant (Cold)

HD: 5 (47 hp) **INIT:** +2
AC: 21 (T 11, FF 19) **SPD:** 20 ft.
ATK: Maul +8 (2d8+9/×3) *and* bite +3 (1d6+3)
SA/SQ: Darkvision 90 ft., freezing spittle 3/day (20 ft., +4 rg touch; 1d4 cold, nauseated 1 rd; Fort 17 neg nausea), imm cold, reach 10 ft., regen 4, scent, vuln fire
SV: Fort +9, Ref +3, Will +3
AB: S 22, D 15, Cn 21, I 9, W 10, Ch 8
SK/F: Lis +4, Spot +4; Track
POSS: Scale mail, maul**
CR: 4

**Unapproachable East*; ***Complete Warrior*

Mad Slasher*: CE M Aberration

HD: 4 (26 hp) **INIT:** +3
AC: 15 (T 13, FF 12) **SPD:** 40 ft.
ATK: 2 claws +6 (1d8+1)
SA/SQ: Darkvision 60 ft.
SV: Fort +3, Ref +4, Will +4
AB: S 13, D 17, Cn 15, I 6, W 10, Ch 6
SK/F: Surv +7; Cbt Reflex, Whirl Atk
CR: 2

**Miniatures Handbook*

Mountain Orc: CE M Humanoid (Orc) Bbn2

HD: 2 (25 hp) **INIT:** +1
AC: 13 (T 11, FF 12) **SPD:** 40 ft.
ATK: Axe +6 (1d12+6/×3)
SA/SQ: Darkvision 60 ft., light sensitivity, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC)
SV: Fort +5, Ref +1, Will +0
AB: S 19, D 13, Cn 14, I 8, W 10, Ch 6
SK/F: Jump +13, Lis +5, Swim +7, Tmbl +4
POSS: Leather, greataxe, *ring feather falling*
CR: 2

Ogre Zombie: NE L Undead

HD: 8 (55 hp) **INIT:** –2
AC: 15 (T 7, FF 15) **SPD:** 40 ft. (can't run)
ATK: Club +9 (2d8+9); **or** slam +6 (1d8+9)
SA/SQ: Darkvision 60 ft., DR 5/slash, reach 10 ft., single actions only, undead traits
SV: Fort +2, Ref +0, Will +6
AB: S 23, D 6, Cn —, I —, W 10, Ch 1
CR: 3

Orc Sergeant: CE M Humanoid (Orc) Ftr3

HD: 3 (30 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 30 ft.
ATK: Falchion +8 (2d4+6/18–20)
SA/SQ: Darkvision 60 ft., light sensitivity
SV: Fort +5, Ref +2, Will +1
AB: S 19, D 12, Cn 14, I 8, W 6, Ch 11
SK/F: Bluff +2, Intim +8, Lis –2, Spot –2; Pow Atk
POSS: Studded leather, *amulet nat armor +1*, mwk falchion, *pot cure lt, pot mag wpn*
CR: 3

Taer*: NE M Giant (Cold)

HD: 2 (14 hp) **INIT:** +0
AC: 12 (T 10, FF 12) **SPD:** 30 ft., C 30 ft.
ATK: Club +3 (1d10+3); **or**
2 slams +3 (1d3+2) *and* bite –2 (1d4+1)
SA/SQ: Darkvision 60 ft., imm cold, stench grease (10 ft., sicken 1d6+4 min.; Fort 15 neg), vuln fire
SV: Fort +4, Ref +0, Will +0
AB: S 15, D 10, Cn 13, I 7, W 10, Ch 8
SK/F: Climb +10, Hide +3 (+7 snow), Spot +2
POSS: Greatclub
CR: 1

**Unapproachable East*

Yuan-Ti Abomination: CE L Monstrous Humanoid

HD: 9 (67 hp) **INIT:** +5
AC: 20 (T 10, FF 19) **SPD:** 30 ft., C 20 ft., S 20 ft.
ATK: Scimitar +13/+8 (1d8+6/18–20) *and*
bite +7 (2d6+3 plus poison)
SA/SQ: *Aversion* (as *antipathy*, snakes only; Will 22 neg), constrict 1d6+6, darkvision 60 ft., imp grab (grp +17, constrict), poison (Fort 17, 1d6 Con/1d6 Con), *produce acid* (touch, 3d6 acid; 5d6 if grp), reach 10 ft., scent, SR 18
SV: Fort +6, Ref +7, Will +11
AB: S 19, D 13, Cn 17, I 20, W 20, Ch 18
SK/F: Conc +15, Hide +8, Lis +19, M Sil +12, Spot +19, Swim +12; B-Fight, Cbt Expert, Dodge, Mobil
SPELLS: (Spell-Like Abilities) At will—*ani trance* (DC 16), *alt form* (T to L viper), *cham power* (+10 Hide), *det poison, entang* (DC 15); 3/day—*deep dark, neut poison, suggest* (DC 17); 1/day—*baleful pmorph* (DC 19; snake only), *fear* (DC 18)
POSS: Mwk scimitar **CR:** 7

Yuan-Ti Halfblood: CE M Monstrous Humanoid

HD: 7 (38 hp) **INIT:** +5
AC: 18 (T 11, FF 17) **SPD:** 30 ft.
ATK: Scimitar +10/+5 (1d6+2/18–20) *and*
bite +4 (1d6+1 plus poison); **or**
bow +9/+4 rg (1d8+2/×3)
SA/SQ: Darkvision 60 ft., poison (Fort 14, 1d6 Con/1d6 Con), *produce acid* (touch, 3d6 acid; 5d6 if grp), scent, SR 16
SV: Fort +3, Ref +6, Will +9
AB: S 15, D 13, Cn 13, I 18, W 18, Ch 16
SK/F: Conc +11, Hide +10, Lis +16, Spot +16; B-Fight, Cbt Expert, Dodge
SPELLS: (Spell-Like Abilities) At will—*alt form* (T to L viper), *cham power* (+10 Hide), *det poison*; 3/day—*ani trance* (DC 15), *cause fear* (DC 14), *entang* (DC 14); 1/day—*deep dark, neut poison, suggest* (DC 16)
POSS: Mwk studded leather, mwk scimitar, mwk comp longbow (+2 Str bonus), quiver w/ 40 arrows **CR:** 5